

TELEGAMES

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Lynx Multi-Game Card

S-I-M-I-S is a collection of four games plus a bonus pack of special demos for the Atari Lynx consoles I & II. Please read the following instructions carefully to get most fun out of the card and its various programs:

After firmly inserting the card into the Lynx and booting the main menu by switching on the console, the multi-game displays the main menu with the S-I-M-I-S logo. Each of the five letters represents a game, except the last one that stands for the 'special' program demos. Note that one of the letters is selected and continuously spins around itself. You can choose another letter by pressing the joypad right or left. When you press button A or B the chosen program will be started. Please refer to the specific instructions for the games on the other page for details. Some basic controls are common among the four games:

Buttons A or B start the game, OPTION-1 and PAUSE reset the game when running, otherwise (from the title screen) this combination returns you to the game selection screen of S-I-M-I-S. PAUSE will temporarily stop the game until pressed again. Some games will flip the screen for left handed operation by pressing OPTION-2 and PAUSE.

The card contains a non-volatile memory chip that holds the games' highscore information. Some games keep a complete 'hall of fame' list of highscores with initials of the players, others just save the highest score achieved so far. The memory chip retains the information for years, even if the Lynx is turned off or the card gets unplugged.

The bonus specials contain four demo programs that can be started one after another. Each time you choose the last 'S' on the selection screen and press A or B the next demo will run. To return to the selection screen, you have to reboot the card by turning the power off and then on again. The combination of OPTION-1 and PAUSE has no effect on the demo. The four specials include a 3D texture-mapping maze, a 'marble madness' style demo-level, a comlynxable 'dungeon master' level and a distortion/polygonal graphics screen to experiment with. Additionally, there's a reduced version of a well-known game hidden somewhere (although accessible somehow) on the card...

The robust plastic packaging of the game may be used as a safe transport box for up to three more games and is made of recyclable polypropylene (PP). To save natural resources, it shouldn't be discarded into your standard waste!

PLEASE NOTE:

THE GAMECARD MAY NOT BE BENT OR TWISTED. DON'T EXPOSE IT TO EXTREME HEAT OR ELECTROSTATIC FIELDS. DO NOT REMOVE THE PROTECTIVE LABEL FROM THE MEMORY CHIP. CAREFULLY INSERT THE CARD INTO THE LYNX AND AVOID SHORT CIRCUITS BETWEEN THE COMLYNX CABLE AND THE CHIP'S PINS. ANY MANIPULATION OF THE CARD WILL VOID THE WARRANTY.

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THE PHOBYX LOGO IS USED WITH PERMISSION OF PHOBYX CREATIVE DESIGN, HUSUM, GERMANY.

MAIN PROGRAM (c) 1997-'98 BY BASTIAN SCHICK, GÖPPINGEN, GERMANY. SUBPROGRAMS ARE COPYRIGHTED AS SHOWN ONSCREEN WHEN SELECTED. CARD DESIGN & LAYOUT (c) 1993/'96 BY LARS BAUMSTARK, STAUFEN, GERMANY. GAME INSTRUCTIONS AND TRANSLATION (c) 1998 LARS BAUMSTARK.

TELEGAMES

SNAKEBYTE



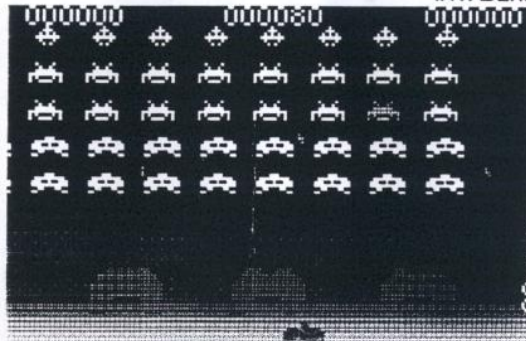
In this game the player controls a snake trying to eat apples. With each apple swallowed, the snake grows longer. The game's goal is to eat 10 apples per level without biting yourself or bumping into the wall. Each apple has to be eaten within a certain time limit, which is displayed by means of two yellow bars at the top and right borders of the screen. When this time elapses, up to three more pen apples appear on the playfield. The topmost line of the screen shows the remaining snakes and the number of apples to go before the portal to the next level opens up in the upper wall. Your score is displayed at the top right. There are different playfields. After solving the 16th the game continues with field no. 1, difficulty increases as there'll appear a lethal ball which shouldn't be touched. Level 32 continues with two balls, levels above 48 will have three. The game ends when you lose all three snake's lives.

There's an options screen, where the game is adaptable to the player's skills and preferences: You can choose between low and high game speed, blank and colored background, snake- or topview-oriented control and four color palette. Press Option-1 in the Snakebyte title screen to get there, any other button to play.

Invaders from space have to be stopped in this game by blasting them with your mobile ground defense. The invaders descend from the top of the screen towards Earth moving across the playfield in serpentine. The fewer alien ships remain in formation, the faster the rest of them will rush on - until you shoot the last one... In the beginning there are three hovering shields between the invaders and the ground. These shields will be destroyed bit by bit through shots both by the invaders and yourself, or can be wiped out and overrun by the invaders. You can shift your defense laser left and right and fire single shots at the aliens. From time to time a "mother" UFO speeds through the sky which allows you to gain extra points by shooting it. Onscreen displays show your remaining defense lasers, 1st and 2nd players' scores and the highscore reached so far. The game ends when you lose your last defense laser by alien fire or when the invaders reach the ground.

The highscores and information about the various types of invaders can be seen by pressing Option-1 in the Invaders title screen. A and B select one or two player games.

INVADERS



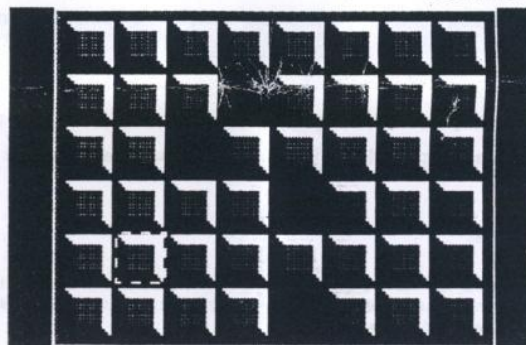
MINES



In Mines you have to find a way through a mine field, diagonally from the top left to the exit at the right bottom of the screen. The mines, although not visible, are deadly nonetheless when stepped upon. The only devices helping you to avoid the hidden mines are a scanner and nine detonators that trigger the mines. The scanner reports all mines that are in 1-step range from you. The number of those mines is displayed next to the bomb symbol at the top left of the screen. After each step you should take a look at the scanner! A detonator can be used by pressing buttons A or B and will clear all mines that may be hidden one step around you but won't affect any other mines. You have to reach the exit within a certain time span, otherwise all mines will be set off and thus end the game. A detonator use near the door will also make you lose the game...

Trying to isolate your opponent is the goal of this board game of strategy. The playfield consists of 8x6 grey tiles. Each player can move his token (blue or purple) one step in any direction that holds a grey tile. After this, the player has to remove one free tile off the board. In this way the players take turns alternatingly, until one of the two can't move any further due to being isolated. To control your actions on the board you'll be given a cursor (a broken yellow/red line around a tile) that you can move around in 8 directions. In the motion phase your range will be limited to one step. Press button A or B to move your token to that location. In the second phase you can select any free tile of the board by placing your cursor on it, removing this tile by again pressing A or B. You can play versus the Lynx or a second human player in a single game or a series of games (best of 5, 11 or the answer to all questions). The winner of a game in a series scores a point in his token's colour. After the selected number of games, the player with more points wins the duel.

ISOLATION



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